

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - a game;
 - 5 a display device adapted to display the game;
 - a plurality of selections in the game;
 - a plurality of awards in the game, wherein said plurality of awards are associated with said plurality of selections; and
 - a processor operable with said display device to control the play of the
 - 10 game by:
 - (a) displaying said plurality of selections;
 - (b) enabling a player to pick a plurality of said selections;
 - (c) forming and displaying an offer based on the awards associated with at least one of said picked selections without revealing which picked
 - 15 selections said offer is based on;
 - (d) enabling the player to accept or reject the offer;
 - (e) providing the offer to the player if the player accepts said offer;
 - (f) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked
 - 20 selections; and
 - (ii) enabling the player to pick one of the plurality of unpicked selections for each deselected selection; and
 - (g) repeating steps (c) to (f) unless the player accepts said offer or said offer is a final offer.
- 25 2. The gaming device of Claim 1, wherein said processor is operable to further control the play of the game by enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

3. The gaming device of Claim 1, wherein said processor is operable to further control the play of the game by displaying a maximum possible offer based on the plurality of awards associated with the plurality of selections the player may pick.

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4. The gaming device of Claim 1, wherein said processor is operable to further control the play of the game by displaying the award associated with at least one of said picked selections without revealing which selections are associated with which awards.

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5. The gaming device of Claim 1, wherein said processor is operable to further control the play of the game by displaying the awards associated with a plurality but not all of said picked selections without revealing which selections are associated with which awards.

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6. The gaming device of Claim 1, wherein said processor is operable to further control the play of the game by displaying a value and a number of each of the same awards which are associated with the picked selections without revealing which selections are associated with which awards.

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7. The gaming device of Claim 1, wherein for each deselected selection, the player is enabled to pick one of said previously deselected selections.

8. A gaming device comprising:
a game;
a display device adapted to display the game;
a plurality of selections in the game;
5 a plurality of awards in the game, wherein said plurality of awards are associated with said plurality of selections; and
a processor operable with said display device to control the play of the game by:
(a) displaying said plurality of selections;
10 (b) enabling a player to pick a plurality of said selections;
(c) forming and displaying an offer based on the awards associated with a plurality but not all of said picked selections without revealing which picked selections said offer is based on;
(d) enabling the player to accept or reject the offer;
15 (e) providing the offer to the player if the player accepts said offer;
(f) if the player rejects said offer:
(i) enabling the player to deselect at least one of said picked selections; and
(ii) enabling the player to pick one of the plurality of unpicked
20 selections for each deselected selection; and
(g) repeating steps (c) to (f) unless the player accepts said offer or said offer is a final offer.

9. The gaming device of Claim 8, wherein said processor is
25 operable to further control the play of the game by enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

10. The gaming device of Claim 8, wherein said processor is operable to further control the play of the game by displaying a maximum possible offer based on the plurality of awards associated with the plurality of selections the player may pick.

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11. The gaming device of Claim 8, wherein said processor is operable to further control the play of the game by displaying the award associated with at least one of said picked selections without revealing which selections are associated with which awards.

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12. The gaming device of Claim 8, wherein said processor is operable to further control the play of the game by displaying the awards associated with a plurality but not all of said picked selections without revealing which selections are associated with which awards.

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13. The gaming device of Claim 8, wherein said processor is operable to further control the play of the game by displaying a value and a number of each of the same awards which are associated with the picked selections without revealing which selections are associated with which awards.

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14. The gaming device of Claim 8, wherein for each deselected selection, the player is enabled to pick one of said previously deselected selections.

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15. A gaming device comprising:

- a game;
- a display device adapted to display the game;
- a plurality of selections in the game;
- 5 a plurality of awards in the game, wherein said plurality of awards are associated with said plurality of selections; and
- a processor operable with said display device to control the play of the game by:
 - (a) displaying said plurality of selections;
 - 10 (b) enabling a player to pick a plurality of said selections;
 - (c) forming and displaying an offer based on the awards associated with each of said picked selections without revealing which awards are associated with which picked selections;
 - (d) enabling the player to accept or reject the offer;
 - 15 (e) providing the offer to the player if the player accepts said offer;
 - (f) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked selections; and
 - (ii) enabling the player to pick one of the plurality of unpicked
 - 20 selections for each deselected selection; and
 - (g) repeating steps (c) to (f) unless the player accepts said offer or said offer is a final offer.

16. The gaming device of Claim 15, wherein said processor is

25 operable to further control the play of the game by enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

17. The gaming device of Claim 15, wherein said processor is operable to further control the play of the game by displaying a maximum possible offer based on the plurality of awards associated with the plurality of selections the player may pick.

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18. The gaming device of Claim 15, wherein said processor is operable to further control the play of the game by displaying the award associated with at least one of said picked selections without revealing which selections are associated with which awards.

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19. The gaming device of Claim 15, wherein said processor is operable to further control the play of the game by displaying the awards associated with a plurality but not all of said picked selections without revealing which selections are associated with which awards.

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20. The gaming device of Claim 15, wherein said processor is operable to further control the play of the game by displaying a value and a number of each of the same awards which are associated with the picked selections without revealing which selections are associated with which awards.

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21. The gaming device of Claim 15, wherein for each deselected selection, the player is enabled to pick one of said previously deselected selections.

22. A gaming device comprising:
- a game;
 - a display device adapted to display the game;
 - a plurality of selections in the game;
- 5 a plurality of different values in the game, wherein said plurality of values are associated with said plurality of selections; and
- a processor operable with said display device to control the play of the game by:
- (a) displaying said plurality of selections;
 - 10 (b) enabling a player to pick a plurality of said selections;
 - (c) displaying a number of each of said different values associated with the plurality of selections the player may pick;
 - (d) forming and displaying an offer based on the values associated with at least one of said picked selections without revealing which picked
 - 15 selections said offer is based on;
 - (e) for each of said plurality of different values, displaying a number of picked selections associated with said value without revealing which selections are associated with which values;
 - (f) enabling the player to accept or reject said offer;
 - 20 (g) providing the offer if the player accepts said offer;
 - (h) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked
 - selections; and
 - (ii) enabling the player to pick one of the plurality of unpicked
 - 25 selections for each deselected selection; and
 - (i) repeating steps (d) to (h) unless the player accepts said offer or said offer is a final offer.

23. The gaming device of Claim 22, wherein said processor is operable to further control the play of the game by enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

5 24. The gaming device of Claim 22, wherein said processor is operable to further control the play of the game by forming and displaying an offer based on the values associated with a plurality of said picked selections without revealing which picked selections said offer is based on.

10 25. The gaming device of Claim 22, wherein for each deselected selection, the player is enabled to pick one of said previously deselected selections.

26. A gaming device comprising:
- a game;
 - a display device adapted to display the game;
 - a plurality of selections in the game;
 - 5 a plurality of awards in the game, wherein said plurality of awards are associated with said plurality of selections;
 - a number of deselection opportunities; and
 - a processor operable with said display device to control the play of the game by:
- 10 (a) displaying said plurality of selections;
 - (b) enabling a player to pick a plurality of said selections;
 - (c) forming and displaying an offer based on the awards associated with at least one of said picked selections;
 - (d) enabling the player to accept or reject said offer;
 - 15 (e) providing the offer to the player if the player accepts said offer;
 - (f) if the player rejects said offer and has at least one deselection opportunity remaining:
- (i) enabling the player to deselect at least one of said picked selections;
 - 20 (ii) enabling the player to pick one of the plurality of unpicked selections for each deselected selection to form at least another offer; and
 - (iii) reducing the number of deselection opportunities for each deselected selection; and
- (g) repeating steps (c) to (f) until the player has no deselection opportunities remaining or the player accepts said offer or said offer is a final offer.
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27. The gaming device of Claim 26, wherein said processor is operable to further control the play of the game by enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

5 28. The gaming device of Claim 26, wherein said processor is operable to further control the play of the game by forming and displaying an offer based on the awards associated with a plurality of said picked selections.

10 29. The gaming device of Claim 26, wherein for each deselected selection, the player is enabled to pick one of said previously deselected selections.

30. A gaming device comprising:
- a game;
 - a display device adapted to display the game;
 - a plurality of selections in the game;
 - 5 a plurality of awards in the game, wherein said plurality of awards are associated with said plurality of selections; and
 - a processor operable with said display device to control the play of the game by:
 - (a) displaying said plurality of selections;
 - 10 (b) enabling a player to pick at least one of said selections;
 - (c) forming and displaying an offer based on the award associated with at least one of said selections;
 - (d) enabling the player to accept or reject the offer;
 - (e) providing the offer to the player if the player accepts said offer;
 - 15 and
 - (f) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked selections;
 - (ii) enabling the player to pick one of the plurality of unpicked
 - 20 selections for each deselected selection;
 - (iii) forming and displaying another offer based on the award associated with at least one of the picked selections; and
 - (iv) enabling the player to accept or reject the other offer.
- 25 31. The gaming device of Claim 30, wherein said processor is operable to further control the play of the game by enabling the player to pick a plurality of said selections.

32. The gaming device of Claim 30, wherein said processor is operable to further control the play of the game by enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

5 33. The gaming device of Claim 30, wherein said processor is operable to further control the play of the game by forming and displaying each offer based on the awards associated with a plurality of said selections.

10 34. The gaming device of Claim 30, wherein for each deselected selection, the player is enabled to pick one of said previously deselected selections.

35. A gaming device comprising:
a game;
a display device adapted to display the game;
a plurality of selections in the game;
5 a plurality of groups of the selections in the game;
a plurality of awards in the game, wherein said plurality of awards are
associated with said plurality of selections; and
a processor operable with said display device to control the play of the
game by:
10 (a) displaying said plurality of selections;
(b) enabling the player to select at least one selection from each of
said groups of selections;
(c) forming and displaying an offer based on the awards associated
with said picked selections without revealing which awards are associated with
15 which picked selections;
(d) enabling the player to accept or reject said offer;
(e) providing the offer to the player if the player accepts said offer;
(f) if the player rejects said offer:
(i) enable the player to deselect at least one of said picked
20 selections, and
(ii) for each deselected selection, enabling the player to pick
one of the plurality of unpicked selections from the same group as the
deselected selection; and
(g) repeating steps (c) to (f) unless the player accepts said offer or
25 said offer is a final offer.

36. The gaming device of Claim 35, wherein said processor is
operable to further control the play of the game by enabling the player to
deselect a plurality of said picked selections if the player rejects said offer.

37. The gaming device of Claim 35, wherein for each deselected selection, the player is enabled to pick one of said previously deselected selections.

38. A method of operating a gaming device, said method comprising:
- (a) displaying a plurality of selections, wherein said plurality of selections are associated with a plurality of awards;
 - (b) enabling a player to pick a plurality of said selections;
 - 5 (c) forming and displaying an offer based on the awards associated with at least one of said picked selections without revealing which picked selections said offer is based on;
 - (d) enabling the player to accept or reject the offer;
 - (e) providing the offer to the player if the player accepts said offer;
 - 10 (f) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked selections; and
 - (ii) enabling the player to pick one of the plurality of unpicked selections for each deselected selection; and
 - 15 (g) repeating steps (c) to (f) unless the player accepts said offer or said offer is a final offer.
39. The method of Claim 38, which includes enabling the player to deselect a plurality of said picked selections if the player rejects said offer.
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40. The method of Claim 38, which includes displaying a maximum possible offer based on the plurality of awards associated with the plurality of selections the player may pick.
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41. The method of Claim 38, which includes displaying the award associated with at least one of said picked selections without revealing which selections are associated with which awards.

42. The method of Claim 38, which includes displaying the awards associated with a plurality but not all of said picked selections without revealing which selections are associated with which awards.

5 43. The method of Claim 38, which includes displaying a value and a number of each of the same awards which are associated with the picked selections without revealing which selections are associated with which awards.

10 44. The method of Claim 38, wherein for each deselected selection, enabling the player to pick one of said previously deselected selections.

45. The method of Claim 38, which includes operating the gaming device through a data network.

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46. The method of Claim 45, wherein the data network is an internet.

47. The method of Claim 38, wherein computer instructions for implementing steps (a) to (g) are stored in a memory device.

48. A method of operating a gaming device, said method comprising:

- (a) displaying a plurality of selections, wherein said plurality of selections are associated with a plurality of awards;
- (b) enabling a player to pick a plurality of said selections;
- 5 (c) forming and displaying an offer based on the awards associated with a plurality of said picked selections without revealing which picked selections said offer is based on;
- (d) enabling the player to accept or reject the offer;
- (e) providing the offer to the player if the player accepts said offer;
- 10 (f) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked selections; and
 - (ii) enabling the player to pick one of the plurality of unpicked selections for each deselected selection; and
- 15 (g) repeating steps (c) to (f) unless the player accepts said offer or said offer is a final offer.

49. The method of Claim 48, which includes enabling the player to
20 deselect a plurality of said picked selections if the player rejects said offer.

50. The method of Claim 48, which includes displaying a maximum possible offer based on the plurality of awards associated with the plurality of selections the player may pick.

25 51. The method of Claim 48, which includes displaying the award associated with at least one of said picked selections without revealing which selections are associated with which awards.

52. The method of Claim 48, which includes displaying the awards associated with a plurality but not all of said picked selections without revealing which selections are associated with which awards.

5 53. The method of Claim 48, which includes displaying a value and a number of each of the same awards which are associated with the picked selections without revealing which selections are associated with which awards.

10 54. The method of Claim 48, wherein for each deselected selection, enabling the player to pick one of said previously deselected selections.

55. The method of Claim 48, which includes operating the gaming device through a data network.

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56. The method of Claim 55, wherein the data network is an internet.

57. The method of Claim 48, wherein computer instructions for implementing steps (a) to (g) are stored in a memory device.

58. A method of operating a gaming device, said method comprising:

- (a) displaying a plurality of selections, wherein said plurality of selections are associated with a plurality of awards;
- (b) enabling a player to pick a plurality of said selections;
- 5 (c) forming and displaying an offer based on the awards associated with each of said picked selections without revealing which awards are associated with which picked selections;
- (d) enabling the player to accept or reject the offer;
- (e) providing the offer to the player if the player accepts said offer;
- 10 (f) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked selections; and
 - (ii) enabling the player to pick one of the plurality of unpicked selections for each deselected selection; and
- 15 (g) repeating steps (c) to (f) unless the player accepts said offer or said offer is a final offer.

59. The method of Claim 58, wherein the player is enabled to unpick a plurality of said picked selections if the player rejects said offer.

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60. The method of Claim 58, which includes displaying a maximum possible offer based on the plurality of awards associated with the plurality of selections the player may pick.

25 61. The method of Claim 58, which includes displaying the award associated with at least one of said picked selections without revealing which selections are associated with which awards.

62. The method of Claim 58, which includes displaying the awards associated with a plurality but not all of said picked selections without revealing which selections are associated with which awards.

5 63. The method of Claim 58, which includes displaying a value and a number of each of the same awards which are associated with the picked selections without revealing which selections are associated with which awards.

10 64. The method of Claim 58, wherein for each deselected selection, enabling the player to pick one of said previously deselected selections.

 65. The method of Claim 58, which includes operating the gaming device through a data network.

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 66. The method of Claim 65, wherein the data network is an internet.

 67. The method of Claim 58, wherein computer instructions for implementing steps (a) to (g) are stored in a memory device.

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68. A method of operating a gaming device, said method comprising:

- (a) displaying a plurality of selections, wherein said plurality of selections are associated with a plurality of different values;
- (b) enabling a player to pick a plurality of said selections;
- 5 (c) displaying a number of each of said different values associated with the plurality of selections the player may pick;
- (d) forming and displaying an offer based on the values associated with at least one of said picked selections without revealing which picked selections said offer is based on;
- 10 (e) for each of said plurality of different values, displaying a number of picked selections associated with said value without revealing which selections are associated with which values;
- (f) enabling the player to accept or reject said offer;
- (g) providing the offer if the player accepts said offer;
- 15 (h) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked selections; and
 - (ii) enabling the player to pick one of the plurality of unpicked selections for each deselected selection; and
- 20 (i) repeating steps (d) to (h) unless the player accepts said offer or said offer is a final offer.

69. The method of Claim 68, which includes enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

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70. The method of Claim 68, which includes forming and displaying an offer based on the values associated with a plurality of said picked selections without revealing which picked selections said offer is based on.

71. The method of Claim 68, wherein for each deselected selection, enabling the player to pick one of said previously deselected selections.

72. The method of Claim 68, which includes operating the gaming
5 device through a data network.

73. The method of Claim 72, wherein the data network is an internet.

74. The method of Claim 68, wherein computer instructions for
10 implementing steps (a) to (i) are stored in a memory device.

75. A method of operating a gaming device, said method comprising:

- (a) displaying a plurality of selections, wherein said plurality of selections are associated with a plurality of awards;
- (b) providing a player a number of deselection opportunities;
- 5 (c) enabling the player to pick a plurality of said selections;
- (d) forming and displaying an offer based on the awards associated with at least one of said picked selections;
- (e) enabling the player to accept or reject said offer;
- (f) providing the offer to the player if the player accepts said offer;
- 10 (g) if the player rejects said offer and has at least one deselection opportunity remaining:
 - (i) enabling the player to deselect at least one of said picked selections;
 - (ii) enabling the player to pick one of the plurality of unpicked
 - 15 selections for each deselected selection to form at least another offer; and
 - (iii) reducing the number of deselection opportunities for each deselected selection; and
- (h) repeating steps (d) to (g) until the player has no deselection opportunities remaining or the player accepts said offer or said offer is a final
- 20 offer.

76. The method of Claim 75, which includes enabling the player to deselect a plurality of said picked selections if the player rejects said offer.

25 77. The method of Claim 75, which includes forming and displaying an offer based on the awards associated with a plurality of said picked selections.

78. The method of Claim 75, wherein for each deselected selection, enabling the player to pick one of said previously deselected selections.

79. The method of Claim 75, which includes operating the gaming
5 device through a data network.

80. The method of Claim 79, wherein the data network is an internet.

81. The method of Claim 75, wherein computer instructions for
10 implementing steps (a) to (h) are stored in a memory device.

82. A method of operating a gaming device, said method comprising:

- (a) displaying a plurality of selections, wherein said plurality of selections are associated with a plurality of awards;
- (b) enabling a player to pick a plurality of said selections;
- 5 (c) forming and displaying an offer based on the award associated with at least one of said selections;
- (d) enabling the player to accept or reject the offer;
- (e) providing the offer to the player if the player accepts said offer;
- and
- 10 (f) if the player rejects said offer:
 - (i) enabling the player to deselect at least one of said picked selections;
 - (ii) enabling the player to pick one of the plurality of unpicked selections for each deselected selection;
 - 15 (iii) forming and displaying another offer based on the award associated with at least one of the picked selections; and
 - (iv) enabling the player to accept or reject the other offer.

83. The method of Claim 82, which includes enabling the player to
20 unpick a plurality of said picked selections if the player rejects said offer.

84. The method of Claim 82, wherein for each deselected selection, enabling the player to pick one of said previously deselected selections.

25 85. The method of Claim 82, which includes operating the gaming device through a data network.

86. The method of Claim 85, wherein the data network is an internet.

87. The method of Claim 82, wherein computer instructions for implementing steps (a) to (f) are stored in a memory device.

88. A method of operating a gaming device, said method comprising:

(a) displaying a plurality of selection groups, wherein each selection group includes a plurality of selections and said plurality of selections are associated with a plurality of awards;

5 (b) enabling a player to select at least one selection from each of said groups of selections;

(c) forming and displaying an offer based on the awards associated with said picked selections without revealing which awards are associated with which picked selections;

10 (d) enabling the player to accept or reject said offer;

(e) providing the offer to the player if the player accepts said offer;

(f) if the player rejects said offer:

(i) enable the player to deselect at least one of said picked selections; and

15 (ii) for each deselected selection, enabling the player to pick one of the plurality of unpicked selections from the same group as the deselected selection;

(g) repeating steps (c) to (f) unless the player accepts said offer or said offer is a final offer.

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89. The method of Claim 88, which includes enabling the player to unpick a plurality of said picked selections if the player rejects said offer.

90. The method of Claim 88, wherein for each deselected selection,

25 enabling the player to pick one of said previously deselected selections.

91. The method of Claim 88, which includes operating the gaming device through a data network.

92. The method of Claim 91, wherein the data network is an internet.

93. The method of Claim 88, wherein computer instructions for implementing steps (a) to (g) are stored in a memory device.

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94. A method for operating a gaming device, said method comprising:

(a) displaying a plurality of symbols, wherein a plurality of award values are associated with the symbols;

5 (b) enabling a player to select a plurality of the displayed symbols;

(c) displaying an indicator which shows the award values of a plurality of the selected symbols relative to a maximum total award value available to the player;

10 (d) enabling the player to deselect at least one of the selected symbols;

(e) enabling the player to select one of the selected symbols for each deselected symbol; and

(f) providing at least one of the award values associated with the selected symbols to the player.

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95. The method of Claim 94, which includes operating the gaming device through a data network.

20 96. The method of Claim 95, wherein the data network is an internet.

97. The method of Claim 94, wherein computer instructions for implementing steps (a) to (f) are stored in a memory device.

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